IronWatch

May 2015–Issue 33

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ABYSSAL TIDINGS

A Message from the Editor

Welcome back to the IRONWATCH! This month we have a bevy of tournament reports, both from Clash of Kings as well as Adepticon, so be sure to check out those articles to learn more about competitive Mantic gaming.

Deadzone Infestation finished its kickstarter with a bang, and already we've seen the new Steel Warrior sprues as well as staggering deals on hard/sprue-plastic models; If you haven't been paying attention to your DZ:I pledge, pay it a second glance because you won't find a better deal on models for Veermyn, Enforcer Pathfinders, Enforcer Jetbikes, or Forgefathers until Mantic has their Warpath Kickstarter in the future!

As always, thank you for your support of the IRONWATCH. We rely on your submissions to keep content fresh and varied, and would highly encourage those of you considering sending us your material to do so! We love seeing new faces and having more content to work with. Thanks for reading, and Welcome to the Watch!

-Austin

Cover art by Boris Samec
Title art by Mark Peasley

Please note that, while we here at **Ironwatch** *attempt to deliver you the best products and ideas we can, we cannot guarantee the balance of any scenarios or special rules presented herein. If you find any errors, grammar mistakes, or rule imbalances, please contact us on the Mantic Forums (Look for the discussion labeled "Ironwatch Issue X Feedback") and let us know what we could do to improve your fan-produced magazine. If you are interested in writing, illustrating, or editing for our magazine, please let us know on the feedback discussion as well so you can get in on the action!*

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TABLE OF CONTENTS

IRONWATCH

Iron Forge 4
See the amazing array of top tier paintjobs from our team of professional-quality painters.

The Mantic Calendar 12
Learn what Mantic related events and tournaments are upcoming in your area.

Printouts 42
Check here for Deadzone-scaled posters to adorn your terrain, courtesy of Marcel Popik

Advertisements 43
Our section where you can advertise your local Mantic game group or store for free!

KINGS OF WAR

Clash of Kings in Ohio, by Jason "Bookawar" Moorman 16
Despite forbidding weather, Jason's elves and the other armies are out for victory and glory

Clash of Kings: The Battle for North America, by Mike Carter 25
18 generals, one continent: Who will be victorious on the battlefields of Mantica?

Dwarven Sharpshooter Tutorial, by Dave Johns 30
Dave guides us through how to convert Dwarven Ironwatch troops into the new Sharpshooters

WARPATH

The Onslaught on Nexus Psi, by Guy Sodin 33
Guy breaks down the action seen at the first-ever Adepticon Deadzone tournament

MARS ATTACKS THE MINIATURES GAME

Mechanical Monstrosities, by "Boston Miniatures" 38
Find out how to both spice up your Flying Saucers, as well as magnetize Big Stompy Robots

The Iron Forge

Welcome back to the Iron Forge.

On display this month for you we have:

- Adam Morrow, with some stealthy camouflaged Deadzone Plague, as well as a towering jungle to hide them in
- Boston Miniatures, and a vibrantly amazing Deadzone Marauder Ripper Suit.
- Marcel Popik, with his superb Mars Attacks Martians, as well as Retro-Soldiers from GothicLine Miniatures
- Steicy Jourdan, and her stunning Mars Attacks Novas Vira.

Keep tuned in next month for more fantastic models, and if you have some painted Mantic minis you'd like featured to possibly become an Iron Forge artist, please email high resolution photos of your miniatures to ironwatchmagazine.@gmail.com. Please include your name and/or Mantic forum name. You can also provide descriptions of your paint jobs and titles if you'd like!

Grond Fury on Ironpig, a Kings of War Orc Krudger on Slasher by Darren Lysenko

ADAM MORROW

This month I picked up Deadzone's "Contagion" expansion and began to churn out some Plague Zombies; They're not so bad once you get the assembly line rhythm going. I figured I would experiment with another type of painting I had never tackled before; painting camouflage.

The camouflage I painted for the Plague Zombies is based on technically a more "autumn" theme with the oranges. However, I was a fan of the look and decided even for my jungle Deadzone it

ADAM MORROW

wasn't too out of place. I still have more to pump out, but I've made good progress at tackling the thirty Plague Zombies.

I've also over the course of the month created large modular jungle trees for my terrain board. Really cost-efficient, they're made of wrapping paper tubes twisted and squished, with paper towels applied to them with PVA glue, creating the hardened shell, and then the bark was added with a hot glue gun and more plastic plants became branches and leaves on the end of what were once bamboo skewers.

They cut off so far up, leaving the upper canopy to the viewer's imagination and to not obstruct gameplay, yet still giving the appropriate feeling of massive trees looking through the board; a common technique used in many dioramas.

Here are some pictures of both the Plague Zombies and the new Jungle Trees in action!

BOSTON MINIATURES

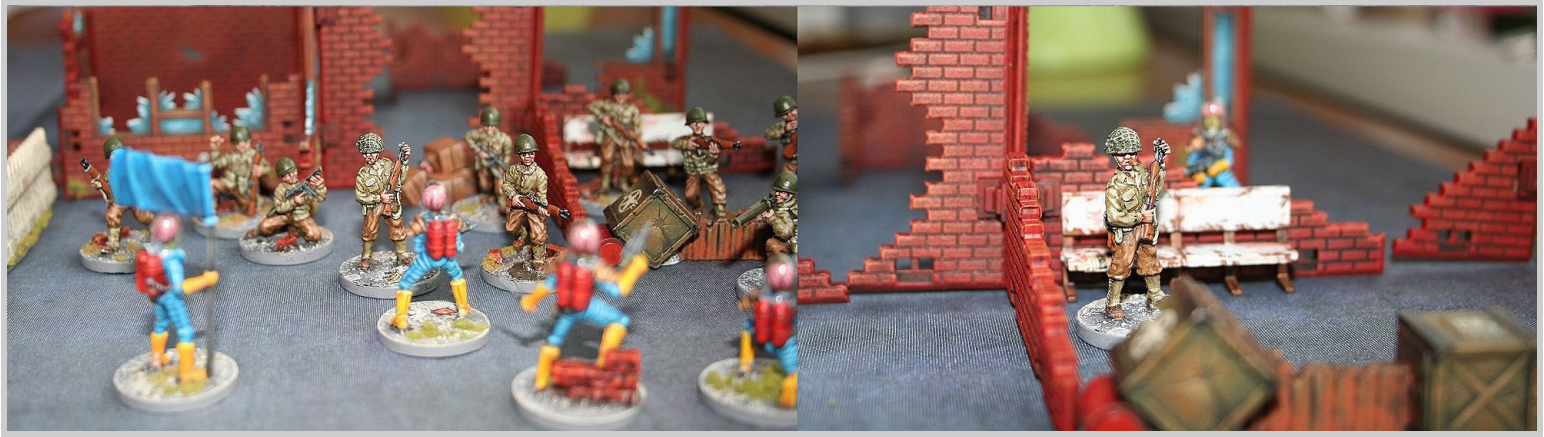
MARCEŁ POPIK

MARCEŁ POPIK

Painted by Marcel Popik

Retro-Soldiers created by GothicLine Miniatures

MARCEŁ POPIK



Steicy Jourdan

Mantic Calendar

Kings of War battle by "SneakyChris"

If you have Mantic-related events or tournaments you'd like to add, please PM Matt Gilbert or Austin Peasley on the forums or **email us** with your event's date, time, location, cost, a brief description, and a URL for more information.

Please note that this list is not exhaustive and indicates where Mantic games are being enjoyed, not necessarily where Mantic will be making an official appearance (Save for the Mantic HQ, of course!).

May

5/1 **Dreadball at Cincycon**

$15 per person for single-day badges, $20 per person for weekend badges.

Begins in the 'Evening' time slot

Come and play in the Hyper-kinetic sports game of the future. A 3 round tournament, using any teams from seasons 1-4.

Cincycon - Butler County Fairgrounds, 1715 Fairgrounds Avenue Hamilton, OH 45011 , USA

Mantic Calendar

5/2 **Kings of War at Cincycon**

$15 per person for single-day badges, $20 per person for weekend badges.

Begins in the 'Morning' time slot

Crush your enemies in the battle for Mantica. 1500 pt, 3 round tournament. Can you prove your skill before the new rule set comes out?

Cincycon - Butler County Fairgrounds, 1715 Fairgrounds Avenue Hamilton, OH 45011 , USA

5/9 **Kings of War Regional Tournament Madrid**

€12 per person

One day, three rounds. 1600 points 24-30 attendants. Register by 4/30

Club Séptimo Grado, Calle San Antonio de la Florida 3, Local, Leganés Madrid 28917, España

5/10 **Clash of Kings 2015 Southern Regional**

£9.99 per person

9:30 AM—5:15 PM

Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!

Brighton Warlords, Brighton - 13-17 Marlborough Place, Brighton, East Sussex, BN1 1UB, United Kingdom

Mantic Calendar

5/23 [Kings of War at Nashcon]

6:00 AM—2:00 PM

1000 pt, no unique individuals. Tournament pack and details will be available at link above.

Franklin Marriott Cool Springs 700 Cool Springs Blvd. Franklin, Tennessee 37067, USA

5/23 [Dreadball at Nashcon]

3:00 PM—9:00 PM

3 round Dreadball tournament. Season 1-4 teams. Full details will be available at link above.

Franklin Marriott Cool Springs 700 Cool Springs Blvd. Franklin, Tennessee 37067, USA

June

6/3-6/7 [Origins]

[$20 ($15 if preordered) for single-day]
[$65 ($55 if preordered) or full show]

Dreadball Tournament from 1 PM to 9 PM on 5/5.

Kings of War 1500 pt, 3 round Tournament from 1 PM to 9 PM on 5/6.

Huge gaming convention, with 15 Kings of War events, including a Mega Battle and 1500 pt tournament.

Greater Columbus Convention Center, 400 N High St, Columbus, OH 43215, United States

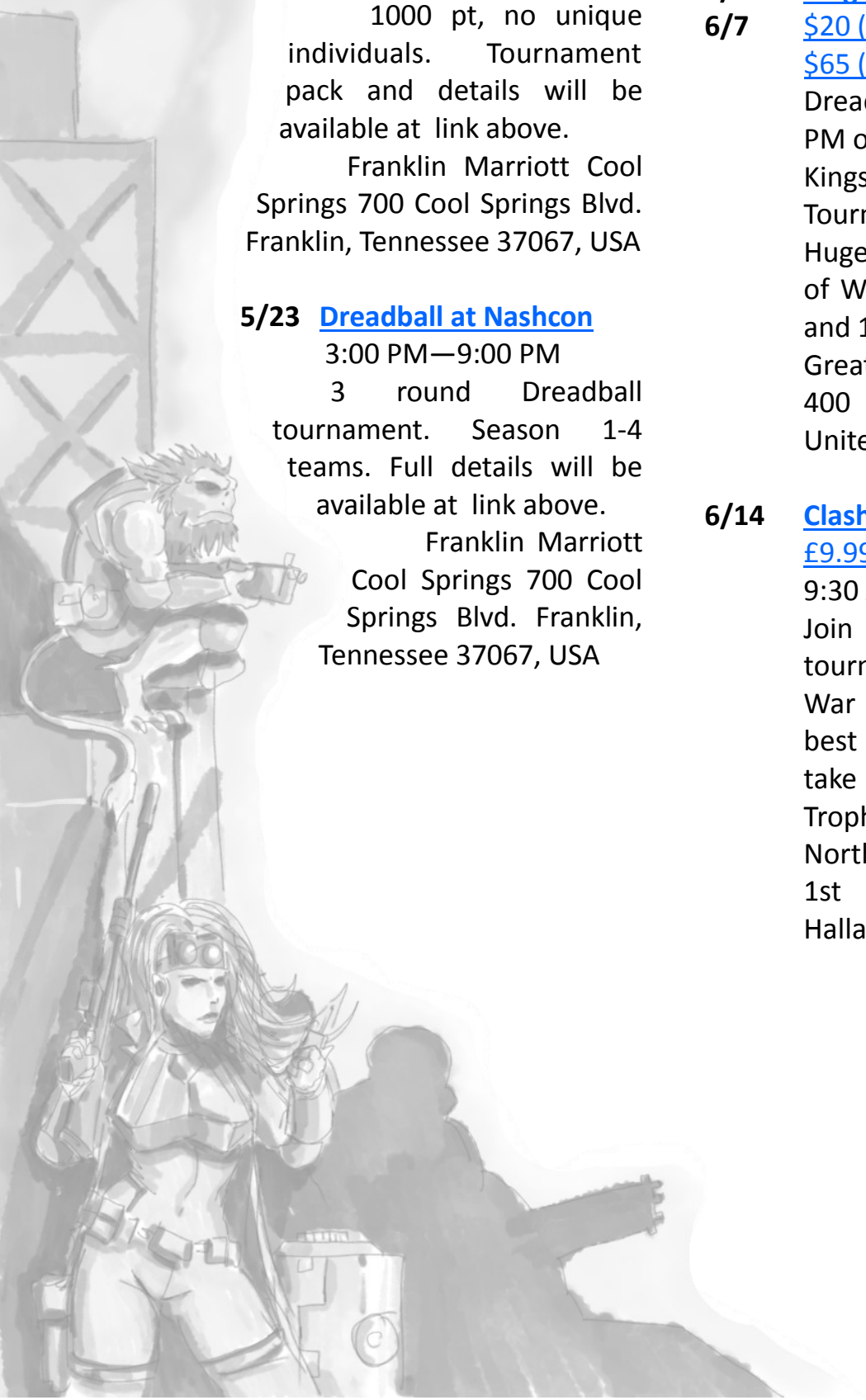
6/14 [Clash of Kings 2015 Northern Regional]

[£9.99 per person]

9:30 AM—5:30 PM

Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!

North-West Gaming Centre, Stockport - 1st Floor, Hallam Business Centre, Hallam Street, Stockport, SK2 6PT



Mantic Calendar

July

Grand Master Gnaeus Sallustis on Nakir by Boris Samec

7/4 **Clash of Kings 2015 Midlands Regional**
£9.99 per person
9:30 AM—5:30 PM
Join our Clash of Kings UK regional tournaments and lead your Kings of War army to glory. Battle against the best in our one day tournament and take home the ultimate prize – a Tyrant Trophy and a free ticket to the final!
Sanctuary Gaming Centre, Sutton-in-Ashfield - St. Michaels & All Angels Church, St. Michaels Street, Sutton-in-Ashfield, NG174GP

7/4 **Orcomundo 2.0 Edition**
10:00 AM—4:15 PM
Come enjoy four gritty games of frantic, fast-paced bloodthirsty Dreadball action over the course of a day in a relaxed and friendly environment.
Place Dooms 12, 7012 Flénu, Belgium

7/30-8/2 **Gencon**
$80 per person
9:30 AM—5:30 PM
Kings of War Tournament is 5:00 PM to 12:00 AM on 8/1.
Kings of War Big Battle is 8:00 PM to 12:00 AM on 7/31.
Learn to Play Kings of War, at various times each day.
Gen Con is the original, longest-running, best-attended, gaming convention in the world!
100 South Capitol Avenue, Indianapolis, IN 46225, United States

The powerful Elven Mage-Queen

Clash of Kings in Ohio

A Tournament Report

By Jason "Bookawar" Moorman

On February 21, Mantic held its first ever Clash of Kings regional tournament in the United States. I only live ninety miles from the tournament location so I wanted to be a part of this historic event.

I knew that I'd be facing off with many of the same people from my previous tournament experience (see my write-up in issue 31 of Ironwatch), but also hoped to meet some new players. I just needed to get an army together.

I began with my elf list from the previous tournament, which served me well. It was only a thousand point list, though, so I needed to add another five hundred points of figures. I decided to drop my spear regiment, as it only attacked three times in the previous three-game tournament, replacing it with an extra forest shamblers troop. I then added a second stormwind cavalry regiment, another drakon rider, and a second mage queen. Finally, I decided to add two more scout troops, exponentially increasing my ranged capabilities.

Jason's Elven Army

Kara's army of the Hegemony of Basilea and the Kingdoms of Men

Jason and Kara square off across the open battlefield

My army list:

2 x Stormwind Cavalry Regiment
3 x Forest Shambler Troops
3 x Individual Drakon Riders (1 with the Blade of Slashing)
3 x Scout Troop
2 x Mage Queens (1 with the Talisman of Inspiration)
1 x Army Standard with the Warbow of Kaba
2 x Army Standard (Mounted, 1 with Kevinar's Flying Hammer)

Unfortunately, the forces of nature turned against us on the day of the tournament. The heaviest snowfall of the season teamed up with frigid temperatures to overwhelm road crews around the state. Only six of the expected twelve or more players managed to make it to the games. Still, given the weather, six players felt like a good turn-out, and one player, Murphy, drove five hours or more to join us that morning.

Game 1: Kill and Pillage

I played against Kara in the first game. We'd faced off with one another in the final round of the previous tournament and tied, so this felt a bit like a do-ver. She played abyssal dwarves previously, but this time she brought Basileans with Kingdoms of Men allies, using the following list:

1 x Basilean Men-at-Arms spearmen regiment
1 x Basilean Men-at-arms paladin foot guard regiment
3 x Basilean Elohi troop
1 x Basilean Panther Lancers troop
1 x Basilean Phoenixes
1 x Basilean Bearer of the Holy Icon with the Healing Charm
1 x Basilean War-Wizard (mounted) with Myrdin's Amulet of the Fire-Heart
2 x Kingdom's of Men Footguard regiments (the tanks in the picture; one with Kevinar's Flying Hammer and the

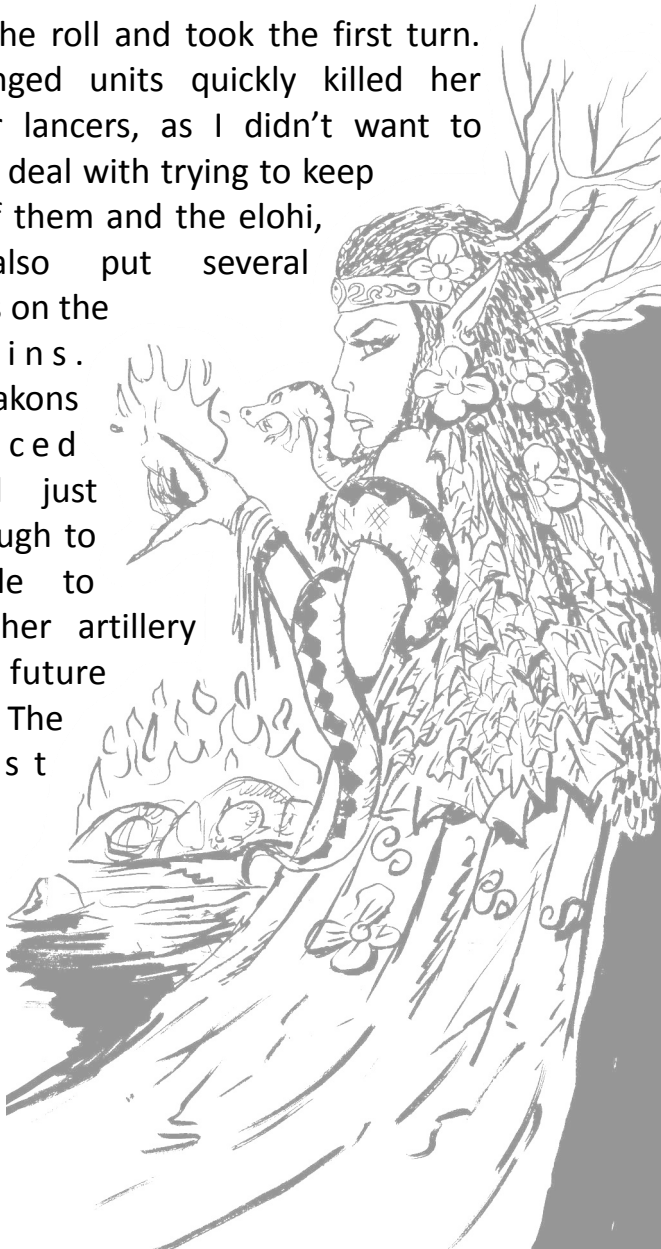
Basilean Panther Lancer by :C M Minis"

Other with the War-bow of Kaba)
1 x Kingdom's of Men Cannon
1 x Kingdom's of Men Rocket Artillery

Kara set up all of her units on the right half of the table from my perspective. At the table's center point she placed her panther lancers, an elohi troop, her paladins, one of the KOM foot guard, and her heroes and Phoenixes. She placed her artillery on the hill in her deployment zone, supported by another elohi troop and the spearmen.

On my rightmost flank she placed her last elohi and the final foot regiment. I placed my drakon riders on my right flank with a mounted standard, along with a forest shambler troop. My mage queens, warbow standard, and scouts were placed in the center. Alone on the left flank I placed my stormwinds, two forest shambler troops, and then my remaining standard. The forest shamblers on the left and my scouts vanguarded forward several inches.

I won the roll and took the first turn. My ranged units quickly killed her panther lancers, as I didn't want to have to deal with trying to keep track of them and the elohi, and also put several wounds on the paladins. The drakons advanced forward just far enough to be able to attack her artillery in future turns. The forest



shamblers on the left flank secured the leftmost objectives (and sat on them for the rest of the game), while my stormwinds moved forward to threaten her flank.

Amy's army of the Forces of Nature and Dwarves

Kara Wavered a drakon with her ranged units, healed the paladins, and moved her forces into position to strike my advancing forces. My stormwinds engaged with an elohi troop, the paladins, and one of the foot guard units, while my drakons had it out with her wizards, phoenixes, and artillery. Her elohi advanced on my scouts.

In the end I took down one of the elohi, the foot guard, and her artillery, but not before she managed to wipe out my stormwinds and drakons. Her angels and spearmen grabbed a number of objectives, each worth 150 pts, and she etched out a narrow victory, earning 16 tournament points to my 4.

Game 2: Pillage

After the first round, Mike paired players using the Swiss system (i.e., players with the same tournament points matched together), which led to me being matched against Amy's Forces of Nature army with Dwarven allies.

Amy's List:

1 x Earth Elementals Regiment with the Brew of Strength
1 x Fire Elementals Regiment with the Helm of Confidence
1 x Air Elementals Regiment with Blessing of the Gods
1 x Water Elementals Troop with Fire Oil
2 x Basilisks (both flying)
1 x Druid (Mounted) with Myrddin's Amulet of Fire-heart
1 x Dwarf Ironclad Regiment with the Blade of Slashing
1 x Dwarf Ironbelcher Cannon

Like Kara, Amy set up entirely on my right half of the table. She placed the air elementals, earth elementals, and fire elementals in the center, supported by a basilisk and her druid. She placed her water elementals at the base of the hill in her deployment zone, placed her

cannon on the hill, and supported it with her ironclads and remaining basilisk. I placed my forest shamblers on my left flank, knowing their only role in this game would be to grab and hold objectives. On my right flank I placed a stormwind regiment (to take the rightmost objective) and my drakons. My scouts and mage queens took the center, with a stormwind in reserve.

My plan of attack was simple. I wanted my drakons to kill the cannon, then I'd focus on killing her solid units since they were the only things that could hold objectives. I hoped to be able to do this using only my troops, mages, and drakons, keeping my own solid units out of harm's way. I also hoped that Amy would focus on the units attacking her, ignoring my own solid units until it was too late.

For the most part it worked, though I did have to bring the stormwinds into combat in later turns to finish off some of the elementals. I lost my mages, drakons, and most of my scouts, but managed to kill all of her solid units except her air elementals. I also killed her druid. Her basilisks almost overran one of the forest shambler troops at the end of the game, but my trees held in there.

At the end of the game I had five objectives and she didn't hold any. Factoring in my narrow attrition advantage, I earned 16 tournament points to her 4.

Game Three: Kill

In the third game Roger, my brother-in-law and primary opponent from back home, and I faced off against one another. Roger and I play all the time, and I'd only ever beaten him outright once before, a month earlier, in our previous tournament. Roger came into the game looking for revenge.

Jason battles Amy amidst the ancient ruins and precious objectives

Roger's Orc Army

He also happened to be in first place at the moment and planned on staying there.

Roger's list:
4 x Gore Riders Regiment
1 x Ax Krudgiment
1 x Morax Regiment
1 x Greatax Regiment
4 x Sniff's Troops
3 x Flaggers (2 Mounted)
1 x Krudger on Slasher with the Wings of Honeymaze

Roger utilized all six feet of table space when setting up. On my left flank he placed two gore rider regiments with two sniff troops as shield units, supported by the krudger. His center consisted of the bulk of his infantry, along with another gore rider regiment. On my right he deployed his remaining gore regiment, one of the infantry units (I can't recall which one), and the rest of his sniffs.

My center consisted of my ranged units, as this had worked for me in the previous two games. This time I placed my drakons behind them for support. On my left I deployed my stormwind regiments and one of the forest shamblers. On my right I placed the other two forest shamblers.

Trolls by Grant Mahoney

Roger sends his Orcs out to spill the Elven blood of Jason's forces

I didn't want to face charges from all four gore rider regiments, so when I won the roll to go first I concentrated by ranged firepower on killing the one in the center right at the start. I held my forces back, being in no hurry to meet the orcs in melee. Roger did what orcs do, surge forward in large numbers. On the left flank he kept the sniffs in front of his gore riders, forcing me to hack my way through them and absorb the counter-charge.

Both gore regiments hit a single stormwind, racking up the wounds, but he rolled snake eyes on the nerve check, saving my flank. On the right, his gore riders killed one forest shambler troop, but got bogged down hacking away at the other (they were saved by his second roll of snake eyes on a nerve check). My scouts thinned the ranks of his sniffs and infantry units, and the drakons eventually worked their way behind his lines, taking the rest of them out.

I lost most of my forest shamblers and one of the stormwinds, a scouts troop, and possibly a drakon or two (the day got a little fuzzy towards the end), but he lost everything save his heroes. I ended the game with a sound victory, earning 17 victory points to his 3.

Conclusion

After my third game finished, I watched the end of a game between Kara and her opponent, Jon. It nearly ended in a tie, but a single failed nerve check kept a key unit of Jon's alive, helping him etch out a narrow victory. He ended the day with two wins and a tie (to Roger), a record sufficient to earn him first place. With two wins and a loss, I finished in second place.

As an added bonus, having played in a game and hobby shop, several people stopped to ask questions, and one person purchased an Abyssal Dwarves starter set. Overall, despite the weather, the day was a big success. Special thanks to Mike "Puggimer" Cater for running the event, and for providing most of the pictures for this article.▪

The generals of the Ohio Regional Clash of Kings

Clash of Kings: The Battle for North America

A Tournament Report

By Mike Carter

This year's North American Kings of War Clash of Kings Championship at Adepticon was the largest North American Kings of War tournament yet with 18 players.

It started off with a grudge match between Mantic Radio's Andrew Sherman and Mantic's own Joe Neet. These two became so preoccupied with pounding on each others armies that they forgot about the objectives in the pillage scenario, and ended up with a draw! Joe unfortunately had to withdraw after the match, and Mantic Pathfinder Mike Muller stepped in to take his place.

Round 1 ended with four players having totally crushed their opponents, battling it out on the top two tables for round 2. Objectives were taken, enemies were crushed, and the lamentations of their families was heard throughout the hall. At the end however, the top two players headed to the final table with only one point between them.

The fight for first was a matchup seen often before, as two players from Dayton Ohio met up again. Kara Brown faced Jon Carter, who had beaten her the previous two times she had faced his Undead in tournaments (though Kara

Andrew and Joe weigh the importance of capturing objectives against the thrill of crushing your enemies

Kara carefully decides which of Jon's unfortunately-squishy Undead to shoot next

was playing Abyssal Dwarfs instead of her Basileans). Jon surged across the table, but the dice gods abandoned him and he bounced off her DE 6+ golems while Kara's dice were hot, with her artillery wiping out one of his endless swarms of zombies in a single turn, and the entire force by turn 5.

Kara took the championship, Andrew Sherman beat his way up to second, and David Boll, last years North American Clash of Kings winner, came in third. Jon soothed his wounds by taking home the award for best appearance, while Rob Phaneuf won best character with his undead Standard Bearer (both were fantastic, using Mantic points figures), and Shannon Shoemaker won for Best War Engine with a Lesser Obsidian Golem

Rob Phaneuf's Best Character award-winning models

converted to represent an Angkor mortar.

There was a good representation of armies, with eight of the twelve lists represented (Basileans, Twilight Kin, Forces of the Abyss and Orcs were absent), with four undead armies.

Everyone had a great time, and challenges are already being made for next year.▪

Shannon Shoemaker's Best War Machine award-winning model

1st Place: Kara Brown and her Abyssal Dwarves

2nd Place: Andrew Sherman and his Kingdoms of Men

3rd Place: David Boll and his Dwarves

Jon Carter's Best Appearance award-winning army

The assembled generals, prepared to duel over the right to claim supreme victory

Dwarf Sharpshooters Tutorial

How to make the new Dwarven long rifles

By Dave Johns

This new type of troop was introduced for version 2.0 of the Kings of War Dwarven army list, and are described as "Big rifles!" The conversion is very, very simple and looks quite nice!.

You'll need:

- five Ironwatch sprues
- Superglue, (Preferably the gel sort)
- Some 30mm panel pins

Remove the hammer, the model that is sighting down the barrel, and a lower dwarf section - I prefer the caped version.

After that, you should have these bits. You don't need the separate heads; I had a brain fart when I took the picture

Next, cut a groove in the rifle/crossbow mount:

Dwarven Shieldbreaker by "Dusty"

Glue the nail into the groove.

Add the base, and repeat five times. Hey, presto: Dwarf Sharpshooters!

Add a gunsight, using the lower half of the hammer handle glued on top of the nail.

Some paint and a suitably-sized base finishes the job.

Using up the remaining parts of the sprue will give you five more riflemen or crossbows. If you make two troops of Sharpshooters, then you you'll also have a troop of crossbows or rifles, or the beginnings of a Ranger regiment.▪

Dwarven heroes by Jose Manuel Chasco Gonzalez

Adepticon 2015, courtesy of Mantic Games

The Onslaught on Nexus Psi

A Deadzone Tournament Report

By Guy Sodin

This year's Adepticon in Chicago was the site of the first of what's certainly to become an annual Deadzone Tournament. Players from across the nation came together to fight over Nexus Psi in hopes of being crowned the Best General.

The format was kept close to the one-off game rules featured in the Deadzone rulebook.

Adepticon 2015, courtesy of Mantic Games

The tournament followed a Swiss-pairing system based on Tournament Points. The players were keeping track of Victory Points, Core (Red) Objectives Completed and Kills, all of which contributed to their overall tournament performance.

The turnout for the tournament was great, especially for a first time event. We had 14

Forgefather Stormrage Veteran by Grant Mahoney

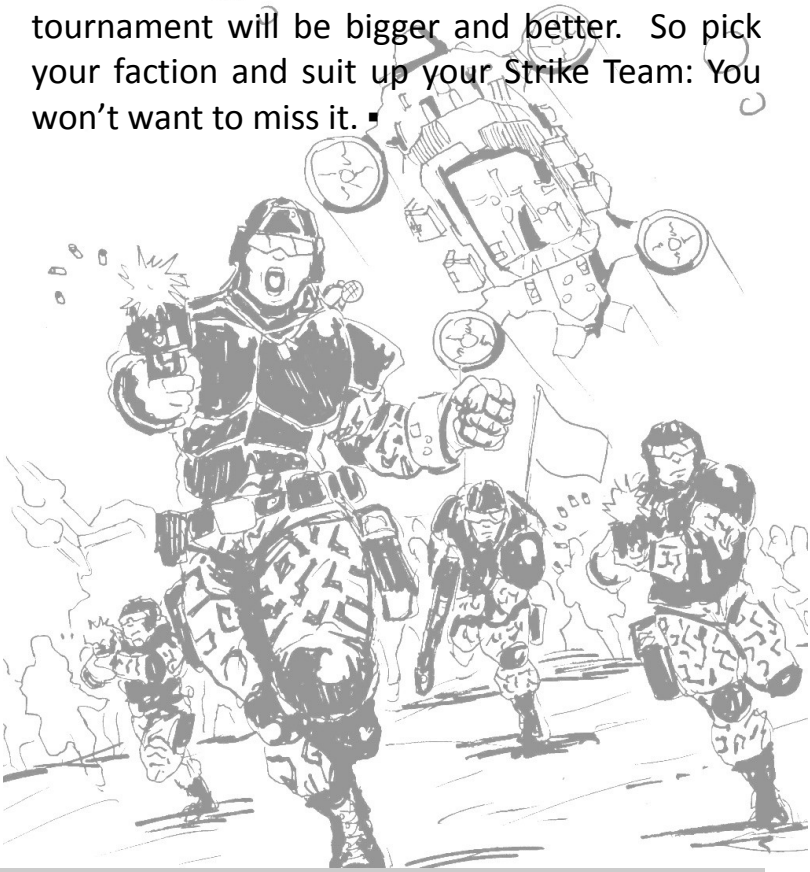
Adepticon 2015, courtesy of Mantic Games

Adepticon 2015, courtesy of Mantic Games

players representing 4 factions. An almost even spread of Forge Fathers, Marauders, Plague and Enforcers were fighting tooth and nail for every last objective. Hopefully next year, as the player base grows and diversifies, an adventurous General will lead an Asterian or Reb Strike Team to round out the field.

Going into the fourth and final round there was an extremely close race between the Top 4 players. When the dice were down and the smoke cleared, Coach Jashyn (Forge Fathers) was named Best General and took home the First Place plaque. The Best Tactician award for the most Core Objectives Completed went to Jonny P (Plague). The Blaine Award for Most Kills went to Eric Newell (Marauders) and Zack McLeod (Enforcers) took home the Steadfast award for the best sportsmanship.

Deadzone's first Adepticon Tournament was a resounding success. We expect that next year's tournament will be bigger and better. So pick your faction and suit up your Strike Team: You won't want to miss it. ▪



Adepticon 2015, courtesy of Mantic Games

Adepticon 2015, courtesy of Mantic Games

Adepticon 2015 Tournament Champion trophy, courtesy of Guy Sodin

Mechanical Monstrosities

By "Boston Miniatures"

Another month with Mars Attack, and we're finally to the gritty and scary saucers and robots. I will share with you some simple tricks to make your saucers more interesting. We will also cover how to articulate the big stompy robot! Let's get started!

Smashing Saucers

After completing the painting and assembly of the saucer, the base was boring. I went with some sheet of cork, and gave the base the colors of a central heat ray! The effect is massive and certainly scary for anybody that will face off against the infernal UFO!

Articulated Big Stompy Robots

This might not be the best way to do this sort of articulation, but I wanted to use whatever I had at home.

- Hot glue gun
- Soldering iron with fine tip
- Magnets extracted from toys called Magnetix laying around the house.
- Two bolts or big magnets 5 mm X 3 mm
- Optionally 4 washers for the forearms and 3x2mm magnets.

If you are up for it, the magnets come in different size and thickness. 3mm and 5mm in diameter would be my recommendation.

Assemble the legs and hips with hot glue. I reposed the right legs forward to make it more dynamic.

I then took the magnets and stuck them throughout the mini. The torso magnet goes all the way through: This way the pilot cockpit has a magnet too. These magnets are sure strong!

Make sure to use the proper polarity for all robots to interchange parts. Otherwise your parts will repel each other and not stay in place.

Mars Attacks Human Hero
by Marcel Popik

For the arms, I am going to use these instead of bolts mounted on the arms.

Now the arms and forearms are done!

Time to crazy glue the back and place a magnet there.

Backpack gets a small magnet added to it.

Adjust arm support and rotation by adding hot glue in the articulation. Make sure your arms have eough glue where they stay where you want them.

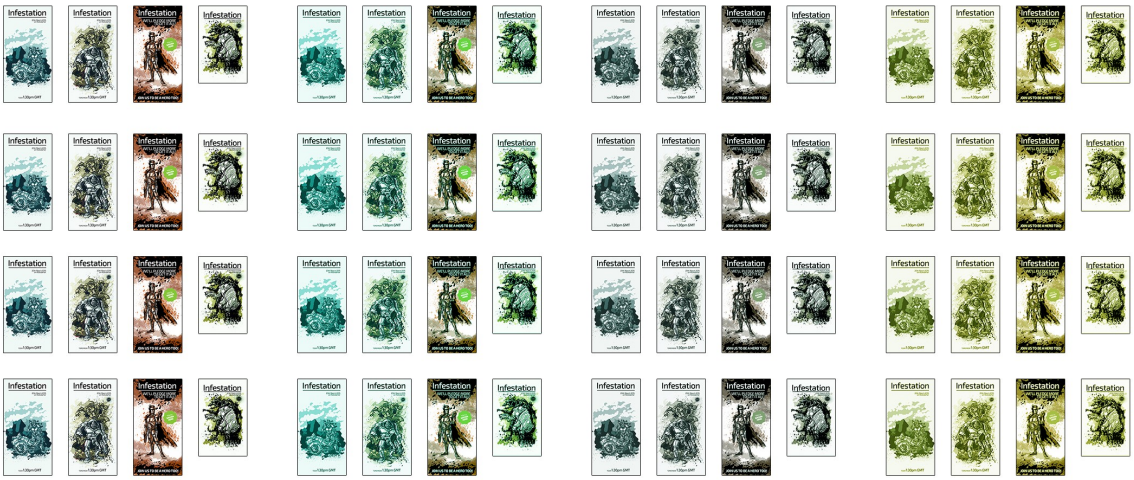
Adjust the torso too, thinly layering some hot glue to help keep it from moving around.

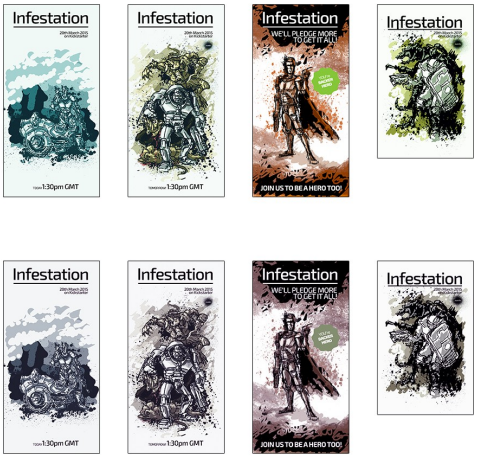
All done on assembly! Again, check the polarity on the magnets often, so you make sure everything stays stuck together.

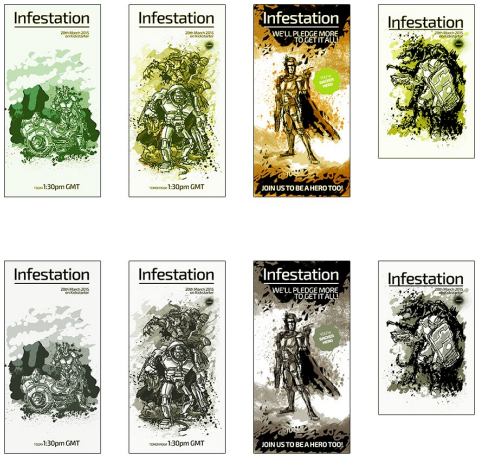
The total build time less than 2 hours! Of course, you can add any variations you'd like to the build; This tutorial is just way of say "Yes it can be done quickly," and hopefully it will kickstart your own build! Happy building!

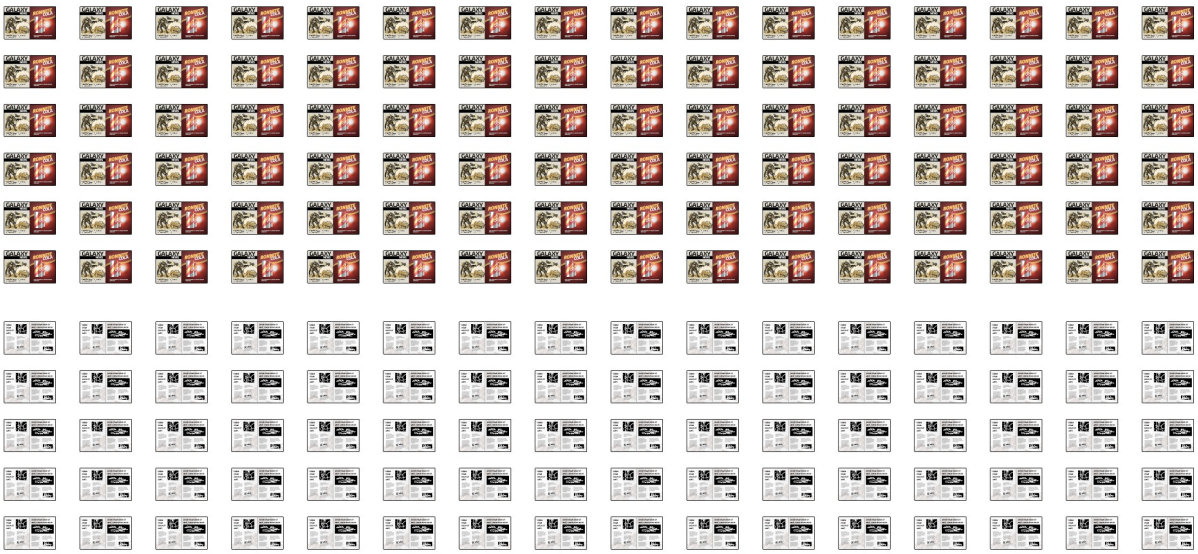
For the future direction of this project, we next would be painting it! All I need to do is repeat the build, better than the first time, and all you need is to paint them with some spray paint. To finish them off!▪

Mars Attacks Human Soldier
by Adam Morrow









Courtesy of Marcel Popik, these DZ-scaled posters can be printed and cut out, and used to adorn your own Deadzone terrain!

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